

Exhibit 1

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Hardwood thunder

Reality Basketball

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Welcome to Reality Basketball!

Become a Reporter

First you must become a Reporter. Reporting is easy! You report to us which team members participated in a scoring possession and our patented scoring engine will divide the points scored among the participating team-members. Here's how it works.

Signup to Report

Pick a team and a game to report. Then signup to report one of the four Critical Aspects of the game (reporting more than one will be too distracting). You will need Internet access to enter your reports. Use your computer, your Internet-enabled cell phone or your Inter-active TV remote control to enter reports while you watch the game.

Report your Observations

Each time your team scores points, enter the jersey numbers of no more than two players who acted or collaborated in the particular aspect you are reporting; along with the number of points scored during that possession, and the team's cumulative score. Don't worry, if you submit a report containing incorrect data, just re-submit the report with the correct data within thirty seconds and we will replace your first report with your second one.

Reporters are a Team too!

You are also a member of a team...the team of reporters who have signed up to report this game. Your report will be combined with reports for other Aspects to create a composite record of the scoring possession. This team of reporters will continue to report on each succeeding scoring possession. When you report the last scoring possession for your team that ends the game, indicate that it is the final possession so that our scoring engine can publish the final results.

View the Composite Results

Each reporter can access the [hardwoodthunder.com](http://www.hardwoodthunder.com) website and see the REAL contribution each team

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member is making to team productivity, and which players are collaborating together productively. You can even do this while the game is in progress. You will see patterns and trends even before the players and coaches.

Just Four Aspects to Report

Our scientific research has determined that only four Aspects are strongly related to winning. We need to report the following activities that lead directly to scoring points:

- 1) gaining control of the ball,
- 2) creating a scoring opportunity,
- 3) testing to score points (i.e. shooting field goals and foul shots),
- 4) minutes played per player.

Here's an Example

Player A rebounds the ball and passes it to Player B who penetrates the defense and creates an uncontested scoring opportunity for Player C who misses the shot. The missed shot is rebounded by Player D on the same team who shoots and scores two points.

Only Two Rules

- 1) Only reward success...don't report a possession unless it results in points being scored.
- 2) A single player can get credit for more than one aspect.

Players A, B and C get no credit for their hard work. That's life! The rebound of the missed shot starts a second possession, Player D gets all the credit for acquiring the ball, creating the scoring opportunity and testing to score points.

We'll Score Your Data

While you are watching the game, enter your data using your home computer, your Internet-enabled cell phone or your Inter-active TV remote control. Our patent pending scoring system will receive your data and divide team points among the players using our patent pending, scientifically proven process. The team's total points are divided among players, indicating each player's share of the team's winning effort.

See How You Did

After the game you can visit our website and see how you did. Your reporting proficiency is determined by

your correct report percentage. You start as a ROOKIE and work your way through BRONZE to SILVER to GOLD Reporter. This enables you to refine your reporting skills and knowledge of winning team behavior.

What You'll Learn

You will learn:

- 1) the relative contribution to winning contributed by rebounders, playmakers and shooters,
- 2) which players work together productively,
- 3) the importance of ball control, creation of scoring opportunities, shooting accuracy and playing time per player,
- 4) the importance of team-member collaboration in offence and defense.

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